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The invention relates to a method of converting a set of words into a three-dimensional scene description, which may then be rendered into three-dimensional images. The invention may generate arbitrary scenes in response to a substantially unlimited range of input words. Scenes may be generated by combining objects, poses, facial expressions, environments, etc., so that they represent the input set of words. Poses may have generic elements so that referenced objects may be replaced by those mentioned in the input set of words. Likewise, a character may be dressed according to its role in the set of words. Various constraints for object positioning may be declared.